TROOP - LEADING PROCEDURES



TERMINAL LEARNING OBJECTIVE

Action: Determine the actions necessary to direct squad operations

Condition: As a squad leader, in a classroom environment

Standards: Determined the actions necessary to direct squad operations as stated in FM 7-10.

PROCESS

- 1. Receive mission.
- 2. Issue warning order.
- 3. Make a tentative plan.
- 4. Initiate movement.
- 5. Conduct reconnaissance.
- 6. Complete the plan.
- 7. Issue Operation Order.
- 8. Supervise.

RECEIVE MISSION

- Begin METT-T Analysis.
- Develop Time Schedule.

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WARNING ORDER FORMAT

- Situation
- Mission
- General Instructions
- Special Instructions

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MAKE A TENTATIVE PLAN

Estimate of the Situation

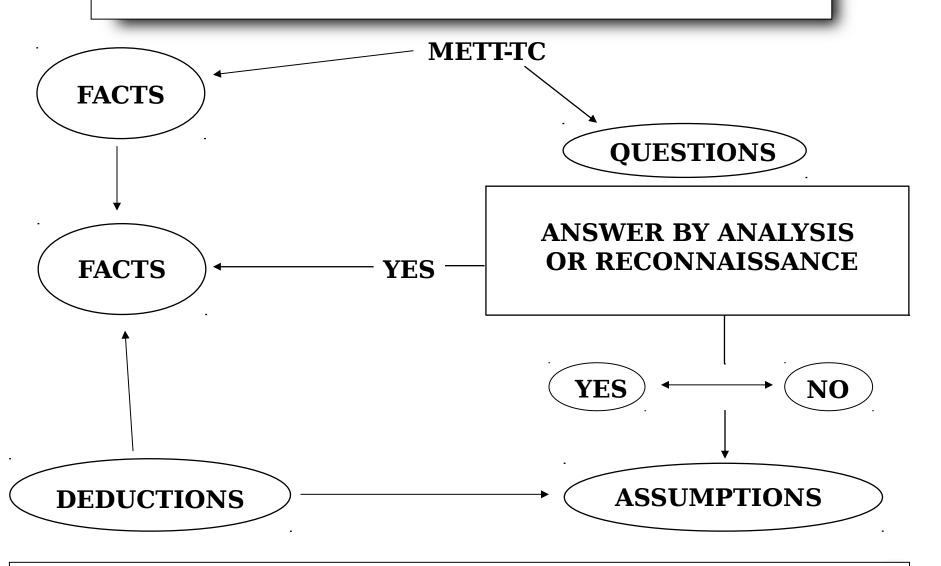
- 1. Analyze mission.
- 2. Analyze situation and develop courses of action.
- 3. Analyze courses of action.
- 4. Compare courses of action.
- 5. Make a decision.

ANALYZE MISSION

Determine:

- Commander's concept and intent.
- Unit tasks.
- Unit limitations.
- Mission essential tasks.
- Restated mission.

ANALYZE SITUATION



W323/OCT 04/VGT-

Basic Noncommissioned Officer Cours

TERRAIN

Significant Military

Aspects:

Observation

Cover and Concealment

Obstacles

Key Terrain

Avenues of Approach

ENEMY

- Composition
- Disposition
- Recent Activities
- Reinforcement Capability
- Possible Courses of Action
- Weaknesses

TROOPS

- Current Status
- Adjacent Units
- Supporting Units

TIME

- Time Schedule
- Movement Times

MAKE A TENTATIVE PLAN

Estimate of the Situation

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- 5. Make a decision.

DEVELOP COURSES OF ACTION

Determine:

- Decisive Points.
- Necessary Results at Decisive Points.
- Purpose of Main and Supporting Effort.
- Essential Tasks for Squads.
- Task Organization for Squads.

DEVELOP COURSES OF ACTION, cont

- Command and Control Responsibilities.
- Task Organization for Platoon.
- Control Measures.
- Course of Action Statement and Sketch.

CONSIDERATIONS

- Risk
- Resources
- Mutual Support
- Initiative

DETAILS

- Movement
- Positioning
- Signals
- Soldier Load

MAKE A TENTATIVE PLAN

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WAR-GAMING TECHNIQUES

- **Box**
- Belt
- Avenues of Approach

WAR-GAMING PROCESS

- Action
- Reaction
- Counteraction

WAR-GAME GOAL

- Advantages
- Disadvantages
- Critical Events

DECISION MATRIX

COA FACTORS	COA #1	COA #2	COA #3
Surprise			-
Flexibility			
Speed			
Combat Power at the Decisive Point			
Use of Key Terrain			
Soldiers Load			
TOTAL			_

TOTAL:

COMPLETE THE PLAN

Operation Order

- 1. Situation (Enemy, Friendly)
- 2. Mission
- 3. Execution
 - a. Concept of operation
 - b. Tasks to Maneuver units
 - c. Tasks to Combat Support units
 - d. Coordinating Instructions
- 4. Service Support
- 5. Command and Signal

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CONDUCT RECONNAISSANCE

- Prepare Plan.
- Issue Plan.
- Select Technique.
- Conduct Recon.

ISSUE ORDER

- Location
- Visual Aids
- Time

SUPERVISE

- Inspect.
- · Rehearse.
- Brief Back.
- Coordinate.